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H Kato, M Billinghurst - ... 2nd IEEE and ACM International Workshop on **Augmented Reality**, 1999 - doi.ieeecs.org

... for ID recognition and **user head position** and pose ... In this case, the **user** can see the real ... review of the issues faced in **augmented reality** registration and ...

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H Kato, M Billinghurst, I Poupyrev, K Imamoto, K ... - **Augmented Reality**, 2000.(ISAR 2000). Proceedings. IEEE and ..., 2000 - ieeexplore.ieee.org

... The users experience a video see- through **augmented reality**, seeing the real world through the video ... In order to track **user** and object **position** we modified ...

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**Mixing Realities in Shared Space: An Augmented Reality Interface for Collaborative Computing - all 3 versions »**

M Billinghurst, I Poupyrev, H Kato, R May - Proceedings of ICME 2000, 2000 - hitl.washington.edu

... goal of this demonstration was to show how **augmented reality** could be ... video stream to the **user** HMD ... **Position** and orient objects Render 3D objects in video frame ...

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**The Studierstube augmented reality project - all 12 versions »**

D Schmaistieg, A Fuhrmann, G Hesina, Z Szalavari, ... - Presence: Teleoperators and **Virtual** Environments, 2002 - MIT Press

... combines the best elements from **augmented reality**, ubiquitous computing ... ways of determining camera **position**, creating stereo ... an OIV-compati- ble **viewer** with a ...

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**Collaborative Mixed Reality - all 5 versions »**

M Billinghurst, H Kato - Proceedings of the First International Symposium on Mixed ..., 1999 - hitl.washington.edu

... Displayed data can be different for each **viewer**. ... The result is an **augmented reality** communication space with ... the **user** moves their head (and camera) **position**. ...

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**Augmented surfaces: a spatially continuous work space for hybrid computing environments - all 8 versions »**

J Rekimoto, M Saitoh - Proceedings of the SIGCHI conference on Human factors in ..., 1999 - portal.acm.org

... ubiquitous computing, architectural media, physical space, **augmented reality** ... of the notebook screen, the **user** can control the **virtual** cursor **position** on the ...

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The present invention comprises a global positioning system (**GPS**) based **augmented reality** (AR) aircraft collision avoidance system.

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... an innovative pilot program that uses handheld computers and **GPS** units to make an **augmented reality**-based educational environment, reports eSchool News. ...

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**Technology Review: Hyperlinking Reality via Phones**

The field of **augmented reality**, in which supplementary information from a computer ... extra hardware: a **GPS** sensor to determine the location of the phone, ...

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W.Piekarski, BH Thomas - Augmented Reality Toolkit, The First IEEE International ..., 2002 - [ieeexplore.ieee.org](#)

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**[CITATION] ARToolKit**

H Kato, M Billinghamurst, B Blanding, R May - publications, tutorials, source code

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**[ARToolKit on the PocketPC platform - all 7 versions »](#)**

D Wagner, D Schmalstieg - Augmented Reality Toolkit Workshop, 2003. IEEE International, 2003 - [ieeexplore.ieee.org](#)

... 9-11/188/2 A 1040 Vienna, Austria Wagner schmalstieg } @ [ims.tuwien.ac.at](#) Abstract In this paper we describe the port of ARToolKit onto the PocketPC platform ...

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C Geiger, C Reimann, J Sticklein, V Paelke - Augmented Reality Toolkit, The First IEEE International ..., 2002 - [ieeexplore.ieee.org](#)

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M Wagner - Augmented Reality Toolkit, The First IEEE International ..., 2002 - [ieeexplore.ieee.org](#)

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**[CITATION] ARToolKit version 2.33 Manual, 2000**

H Kato, M Billinghamurst, I Poupyrev - Available for download at <http://www.hitl.washington.edu> ...

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